

MOUNT

From DOSBoxWiki

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MOUNT.COM is a command inside DOSBox that can connect physical folders and drives to virtual drives inside DOSBox. The mounted drive does not automatically refresh files changed out side of DOSBox. You can refresh these files on all mounted drives by activating the Swap Image event (Hot key: Ctrl F4) to have access to changed files automatically when, for example, the drive is mapped as a floppy.

When you enter the command MOUNT from the DOSBox Z:\> prompt you should see:

```
Z:\>MOUNT
Current mounted drives are:
Drive Z is mounted as Internal Virtual Drive
```

By default, the MOUNT command will not be recognized at the C:\> prompt.

To mount a folder as a drive, follow this basic template:

```
MOUNT [Drive-Letter] [Local-Directory]
```

The local directory can be specified relative to the working directory from which DOSBox was started.

To unmount a drive, follow this basic template:

```
MOUNT -u [Drive-Letter]
```

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Usage examples

Windows

Mounting the working directory from which DOSBox was started

```
Z:\>MOUNT C .
```

Mounting a specific folder from your hard drive

```
Z:\>MOUNT C C:\DOSGAMES
```

Mounting a specific folder and setting the amount of free space for a drive

```
Z:\>MOUNT C C:\DOSGAMES -freesize 1024
```

Mounting a floppy drive

```
Z:\>MOUNT A A:\ -t floppy
```

Mounting a CD ROM drive

```
Z:\>MOUNT D D:\ -t cdrom
```

Extra CD ROM options

```
-t [floppy|cdrom] Define how the mounted folder should behave to the emulated operating system.  
-usedc [drive #] For direct hardware emulation ie: audio playback, etc.  
-cd = Generate a list of local CD ROM drive's "drive #" values  
-label [name] = Set the volume name of the drive (all caps)  
-ioctl = Lowest level of hardware access (Win 2K, XP and Linux)...follows the -usedc command  
  
Z:\>MOUNT D D:\ -t cdrom -usedc 0 -ioctl -label GAME_CD
```

Mounting an ISO-File as volume

```
Z:\>IMGMount E C:\Images\MyImage.iso -t iso
```

Mounting a CUE/BIN-Pair as volume

If the game plays additional music tracks from the cd (mixed mode (http://en.wikipedia.org/wiki/Mixed_Mode_CD)), you can still mount it as an image file. Since ISO can only contain pure data, the image has to be in the CUE/BIN format. You mount it with

```
Z:\>IMGMount E C:\Images\MyImage.cue -t iso
```

The BIN-file has to be in the same folder as the CUE-file. It is also possible to use a cuesheet in combination with an ISO and compressed audio tracks in OGG or MP3 format.

Mounting multiple images (ISO or CUE/BIN)

```
Z:\>IMGMount E C:\Images\MyImage1.iso C:\Images\MyImage2.iso -t iso
```

When mounting multiple images (useful for any application which requires discs to be swapped while it is running), you can then switch between the mounted disk-images by pressing Ctrl+F4 (by default) while your application is running.

Linux

```
Z:\>MOUNT C ~/DOSGAMES
```

```
Z:\>MOUNT D /MEDIA/CDROM/ -T CDROM
```

Users of the current version of Ubuntu (9.10 Karmic Koala) may notice that the above command doesn't work. This is because CD-ROMs are mounted based on their label and do not share a common mount point. Open the CD-ROM in Nautilus (or your preferred file manager) to determine its label. Use this command instead, replacing values as appropriate for your system:

```
Z:\>MOUNT D /media/CD_LABEL/ -t cdrom -usecd 0 -ioctl
```

```
Z:\>IMGMOUNT E ~/IMAGES/MYIMAGE.ISO -T ISO
```

Note that the Linux path is absolute and case-sensitive. If you insert a disc in the CD ROM or DVD ROM drive and mount it on your Linux system, or have it set up to auto-mount when the disc is inserted, then use Nautilus to browse to the /media directory, you will see the label of the CD as a folder therein. For example, a DOOM II disc shows up as /media/DOOM2_V17A. The disc label in this example is "DOOM2_V17A".

Mac OSX

```
Z:\>MOUNT C ~/DOSGAMES
```

```
Z:\>MOUNT D "/Volumes/Panzer General" -t cdrom
```

The quotes around pathname can be omitted if CD name has no special characters.

```
Z:\>IMGMOUNT D ~/Documents/IMAGE.toast -t iso
```

Using your mounted drive

To change to the newly mounted virtual drive simply type

```
[Drive-Letter]:
```

For example (If you mounted a Local-Directory to the Drive-Letter C)

```
Z:\>C:
```

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